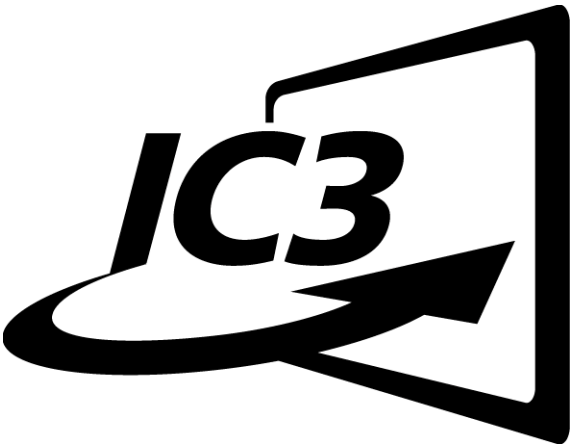
Update Documentation Software Release 6



InfoChannel Designer
InfoChannel Player
InfoChannel Network Manager
InfoChannel EXes

SCALA®
broadcast multimedia

P/N: G40D00-01

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INFOCHANNEL 3

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Scala Service Program maintenance agreement First Year

SUPPORT OPTION	DESCRIPTION	PRICE
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Per Incident *	• Unlimited access to Technical Support	$99
Scala Service Program maintenance agreement	• Covered for 1 Year • Unlimited access to Technical Support • Major and minor software upgrades • Priority response to phone and email • Prorate multiple InfoChannel products to one blanket Maintenance Agreement	Call for pricing

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A. Provided that Customer has paid for Software Maintenance, SCALA will deliver to Customer new releases of Software Updates on appropriate computer media or electronically, if and when they become available for general commercial release during the maintenance period for the modules purchased by and being supported for the Customer. A single copy of the Software Updates and pertinent documentation will be sent to the Customer for each affected Software product covered by this Agreement. Customer agrees that, unless otherwise agreed to in writing by SCALA and Customer, the installation and use of any Software Updates shall be governed by the underlying end user license agreement entered into by Customer and SCALA.

B. SCALA or a Support Organization may defer, postpone or withhold Software Maintenance pursuant to this Agreement in the event Customer unreasonably delays installation of any new Software release or upgrade delivered to Customer pursuant to the terms hereunder.

C. Customer acknowledges and agrees that Customer is solely responsible for the acquisition and maintenance of the computer hardware, firmware, telecommunications, and information technology systems necessary to use and operate the Software. The Software documentation includes information regarding recommended Customer hardware and software configurations for operation of the Software, and SCALA and/or the Support Organization may provide advice regarding appropriate operating system(s) configuration for use of the Software. NEITHER SCALA NOR ANY SUPPORT ORGANIZATION SHALL BE RESPONSIBLE FOR CORRECTING ERRORS OR MALFUNCTIONS OF THE SOFTWARE OR SOFTWARE UPGRADES RELATED TO OR ARISING AS A RESULT OF CUSTOMER'S FAILURE TO MAINTAIN COMPUTER SYSTEMS ADEQUATE TO OPERATE THE SOFTWARE, OR CUSTOMER'S USE OR OPERATION OF HARDWARE OR SOFTWARE SYSTEMS THAT ARE INCOMPATIBLE WITH OR DEGRADE THE PERFORMANCE OF THE SOFTWARE.

5. Software Support

A. The Support Organization will provide telephone and/or modem and/or facsimile and/or electronic mail support for problems associated with the routine use and operation of the software. This service is intended for users who have been trained in the Software and is not to be used as a substitute for basic training. The Scala Value Added Reseller ("VAR") shall be the Support Organization for first level Software Support. SCALA shall provide second-level support and shall also provide first-level Software Support in the event the VAR/Support Organization fails or refuses to provide first-level support. If the Software Support staff feels a customer is abusing the Software Support services, SCALA will notify the Customer in writing and suggest appropriate training, on-site assistance or other alternatives to meet the Customer's needs. SCALA reserves the right to qualify all customer sites before accepting an Agreement, and to refuse to provide Software Maintenance Services, or to adjust the fee based on the environment (hardware or operating systems) and/or age of the product(s) and current status of the product(s) respectively.

(i) The Support Organization will diligently investigate problems reported by the Customer. Subject to the exceptions set forth at Sections 4(C) and 6, if the Support Organization determines that the problem is the result of a reproducible error, defect, or malfunction in the supported Software, the Support Organization will make reasonable efforts to correct the problem. A Support Organization representative will provide Customer with a correction, a report/determination that further research is required, or confirmation that the system works per design specifications.

(a) If a reproducible error is not correctable, a Software performance report will be generated and sent to SCALA's engineering group. The correction for the error would be incorporated in the next release or software updates, if possible.

A. Customer is responsible for informing SCALA of the problem severity. Customer is encouraged to call the Support Organization for clarification or uncertainty as regards to Software. More severe problems will be given priority over general questions.

B. The Customer shall provide to the VAR or Support Organization the name and contact information of one (1) representative of Customer who, with SCALA's acknowledgement, shall have access to the Support Organization's telephone advice service. The representative may be changed from time to time by Agreement between the parties. The initial representative shall be as determined by Customer and communicated to the VAR or Support Organization during the Software registration process.

C. All services to be provided under this Agreement shall be provided Monday through Friday, excluding public holidays) between the hours of:

In the U.S.
9:00 a.m. to 6:00 p.m. EST

In Europe
9:00 to 17:00 CET

Service coverage required outside of these hours may be arranged by agreement with the Support Organization.

6. Services Not Covered

The following services are not covered by this Agreement:

A. Maintenance of facilities external to the Software; hardware support; questions regarding hardware installation, support or maintenance, telecommunications systems.

B. Repair or damage resulting from malfunction of electrical power or heating, ventilation and air conditioning; water damage; fire damage; theft; integration of the Software with non-compatible systems or software, misuse or improper use of the Software (including without limitation any use not specifically authorized in the Software license agreement, documentation or manuals); vandalism; civil commotion or war; or any combination thereof.

C. Support or Maintenance Services for altered or modified Software other than that altered or modified by SCALA and/or authorized agents of SCALA; or support versions of Software that have been superseded by a new release (provided that SCALA will continue to support superseded versions for a reasonable period, not to exceed forty-five (45) days, sufficient for Customer to implement the newest version).

D. Supervision of repairs on associated equipment.

7. Customer Responsibilities

A. The Customer must have a valid license to use the Software from SCALA and be in material compliance with the terms and conditions of such license.

B. The Customer must be current in its payment obligations under this Agreement.

C. The Customer shall notify the Support Organization of any Software problem together with complete information concerning the failure, as soon as possible after the problem has occurred.

(i) The Customer shall provide as accurate and complete a description as possible to the Support Representative. The customer shall assist in problem resolution by providing copies of reports and/or files deemed necessary by the Support Services group.

D. The Customer will provide the Support Organization with the following:

(i) Name of nominated personnel (and their location) who are competent to use the Software;

(ii) Access to the Software and computer(s) on which it resides;

(iii) Adequate working facilities (such as communication devices/modems);

(iv) Access to and use of all information reasonably necessary to service the Software;

(v) The Customer shall be responsible for security of its confidential, proprietary and classified information as well as for the maintenance of adequate backup procedures for files, as SCALA will not be responsible for loss of or altered files, data or programs;

(vi) The Customer agrees to provide a safe and secure installation environment which meets the specified requirements of the computer system(s) on which the Software is running, including without limitation environmental controls, electric supply, service clearances, cable runs and, in the event that the Support Organization agrees to send personnel to the Customer's premises, safety of the Customer's and the Support Organization's personnel; and,

(vii) The Customer agrees to limit use of the Software Maintenance Services that are the subject of this Agreement to occasions when the Software fails to work as set forth in the user manuals or occasions where the user manuals are unclear.

8. Service Charges

A. Annual Maintenance Services for the Initial Period shall be provided without charge to Customer. Thereafter, Customer may elect to renew Maintenance Services for additional annual periods at SCALA's then-current standard annual fee for Maintenance Services. Annual fees may be invoiced thirty (30) days prior to the expiration of the previous period.

B. On-site service shall be provided at the reasonable discretion of the Support Organization. If on-site service is designated by SCALA as required or customer requested of which the Software is located at a distance beyond fifty miles (50 miles) from the Support Organization's office, a travel charge may be assessed by the Support Organization upon notice to and approval of Customer.

9. Changes or Waivers to Software Maintenance Agreement

A. During the term of the Agreement no changes and/or waivers by either party of its rights shall be made to the term and conditions contained herein other than by variation agreed to by authorized representatives of both parties and set forth in a writing duly executed by the parties. The non-enforcement or waiver of any provision of this Agreement on any occasion shall not constitute a waiver of such provision on any other occasions unless expressly so agreed in writing. It is agreed that no use of trade or other regular practice or method of dealing between the parties hereto shall be used to modify, interpret, supplement, or alter in any manner the terms of the Agreement.

B. SCALA has the right to vary the charges made hereunder if the Customer wishes to extend the service hours beyond normal working hours referred to in Clause 5.

C. If both parties agree in writing, additional Software to be supported may be included on this Agreement at a later date. The initial maintenance fee for the cost of supporting the additional Software will be prorated from the new Commencement Date to the original Initial Period or Renewal Term end date. An addendum form (attached) will be used to convey the additional Software to be included under this Agreement. The addendum form will be referred to as the "Addendum Page".

10. Non-Payment

The Support Organization reserves the right to decline to provide Software Maintenance if any amounts invoiced by the Support Organization have not been paid by the Customer as set forth in the customers' approved credit terms.

11. Extraordinary Expenses

The Support Organization reserves the right to charge for unusual or excessive telephone, shipping, handling, media or user manual expenses in connection with the Software Support to be provided hereunder. In all cases, the Support Organization will notify the Customer of these costs in advance.

12. Assignment

Customer may not assign this Agreement to a third party without the prior written consent of SCALA, which consent may be withheld in SCALA'S sole discretion. SCALA may assign or delegate its rights and responsibilities hereunder to a third party Support Organization upon notice to Customer, and may freely assign its rights and obligations hereunder in connection with the merger, acquisition or sale of all or substantially all of the assets of SCALA.

13. Force Majeure

SCALA shall not be responsible or liable for failure to perform or observe, or for delay in performing or observing any obligation under this Agreement where such failure or delay arises from any cause beyond the control of SCALA or the Support Organization (as applicable), including, but not limited to, strikes, lockouts, industrial action, acts of God, insurrection, terrorism, or civil commotion, or any other cause beyond the reasonable control of SCALA or the Support Organization (as applicable).

14. Limited Warranty

SCALA shall perform its services hereunder in a workmanlike manner. In the event that it is established to SCALA's satisfaction that any Software Maintenance or other service carried out by SCALA or a third party Support Organization under this Agreement was defective, Customer's sole remedy shall be the re-performance of such services without cost to the Customer. Notwithstanding the functionality or performance of any addition or release of error corrections, enhancements, or new releases to the Software

program(s) in connection with the Maintenance Services, SCALA's obligation to correct errors in such additional releases shall be limited to the maintenance terms of this Agreement. EXCEPT AS EXPRESSLY SET FORTH IN THIS PARAGRAPH, SCALA SHALL HAVE NO LIABILITY FOR THE SOFTWARE OR ANY SERVICES PROVIDED, INCLUDING ANY LIABILITY FOR NEGLIGENCE; SCALA MAKES AND CUSTOMER RECEIVES NO WARRANTIES, EXPRESS, IMPLIED, OR STATUTORY, EXCEPT AS EXPLICITLY SET FORTH IN THIS AGREEMENT. SCALA SPECIFICALLY DISCLAIMS ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

15. Limitation of Liability

Laws from time to time in force in the jurisdiction where any services are to be performed hereunder may imply warranties or liabilities which cannot be excluded or which can only be excluded to a limited extent. In which case, SCALA hereby limits its liability to the extent permitted by law. If SCALA cannot exclude or limit any warranty implied by law, this Agreement shall be read and construed subject to such statutory provisions. SCALA'S MAXIMUM LIABILITY TO CUSTOMER HEREUNDER SHALL BE LIMITED TO THE AMOUNTS ACTUALLY PAID BY CUSTOMER FOR THE MAINTENANCE SERVICES. SUBJECT TO THIS CLAUSE UNDER NO CIRCUMSTANCES WILL SCALA OR ITS RELATED PERSONS BE LIABLE FOR ANY CONSEQUENTIAL, INDIRECT, SPECIAL, PUNITIVE, OR INCIDENTAL DAMAGES, WHETHER FORESEEABLE OR UNFORESEEABLE, BASED ON CLAIMS OF CUSTOMER OR ITS CUSTOMERS, INCLUDING, BUT NOT LIMITED TO, CLAIMS FOR LOSS OF DATA, GOODWILL, PROFITS, USE OF MONEY OR USE OF THE SOFTWARE, INTERRUPTION IN USE OR AVAILABILITY OF DATA, STOPPAGE OF OTHER WORK OR IMPAIRMENT OF OTHER ASSETS, ARISING OUT OF BREACH OF EXPRESS OR IMPLIED WARRANTY, BREACH OF CONTRACT, MISREPRESENTATION, NEGLIGENCE, STRICT LIABILITY IN TORT OR OTHERWISE, EXCEPT ONLY IN THE CASE OF PERSONAL INJURY WHERE AND TO THE EXTENT THAT APPLICABLE LAW PROHIBITS EXCLUSION OF SUCH LIABILITY. IN NO EVENT WILL THE AGGREGATE LIABILITY WHICH SCALA AND ITS RELATED PERSONS MAY INCUR IN ANY ACTION OR PROCEEDING ARISING OUT OF PERFORMANCE OR NON PERFORMANCE OF THIS AGREEMENT EXCEED THE TOTAL AMOUNT ACTUALLY PAID TO SCALA BY CUSTOMER FOR THE SPECIFIC PRODUCT OR SERVICE THAT DIRECTLY CAUSED THE DAMAGE.

16. Applicable Law

This Agreement shall be governed and construed in accordance with the laws of the Commonwealth of Pennsylvania, without regard to its conflict of laws provisions.

17. Entire Agreement

This Agreement constitutes the entire agreement between the parties in respect of the Maintenance Services and supersede all proposals or prior agreements, whether oral or written, and all other communications between the parties relating to the subject matter hereof.

18. Notices

Any notice permitted or required under this Agreement shall be deemed given if in writing and personally served or sent by pre-paid registered or certified air mail, or by confirmed telex or facsimile, addressed (or as either Party may direct otherwise in writing) to the parties at the addresses provided during the Software registration process, marked for the attention of the Managing Director (in the event the Customer is a company).

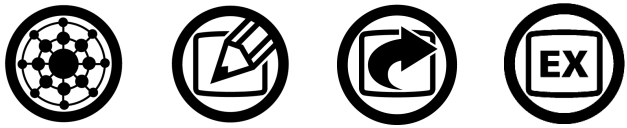
Any notice given in accordance with this clause shall be deemed to be received by and served upon the other party on the date such airmail letter would in the ordinary course of post have reached such address or on the date such notice is served or left at the relevant address (as appropriate) and in the case of telex or facsimile shall be deemed to have been served on the day following the date of successful transmission.

19. Severability

If any term, provision, covenant or condition of this Agreement is held by a court of competent jurisdiction to be invalid, void or unenforceable, it shall be severed herefrom and the remaining provisions of this Agreement will remain in full force and effect and will not be affected, impaired or invalidated.

Customer understands and agrees that the Software Maintenance Agreement fee is non-refundable.

InfoChannel 3 Release 6 Update document



Release 6 of the Scala® InfoChannel® 3 suite of networked multimedia software is a major update containing newer versions of most of the InfoChannel components:

- InfoChannel Designer 3
- InfoChannel Network Manager 3
- InfoChannel Network Manager 3 Enterprise Edition
- InfoChannel Player 3
- InfoChannel EXes

Release 6 contains significant enhancements in functionality, performance, and reliability. This documentation provides a reference for those who are familiar with previous releases, and now have Release 6 but do not have access to the full Release 6 documentation set. It lists changes and new features, and includes excerpts from the Release 6 User's Guides for the most important topics.

Also described here are certain changes and enhancements that appeared in InfoChannel 3 Release 5 which had not previously been documented.

Major changes in Release 6

The most notable changes in Release 6 of InfoChannel 3 are:

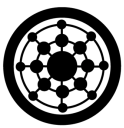
- Network Manager and ICPlayer have integrated FTP servers and a new connection type for using them, yielding greatly simplified, more foolproof setup, better performance and security.
- Connection options previously labeled "UNC" are now labeled "Local or Shared Folder"; this and related terminology have been standardized across the Network Manager, ICDesigner, and ICPlayer products.

- Improved documentation of InfoChannel Network configuration procedures.
- The installer creates a Start menu shortcut to the Logs folder, to simplify locating the IC.log files for troubleshooting.
- Macromedia® Flash™ files can be used as clips in ICDesigner.
- ICDesigner Text Crawls can be made Global so that they crawl continuously over an entire script or group of pages.

  Global Text Crawls can be turned on and off via a variable (ScalaScript only).
- Within a Text Crawl, most text styles for the crawl text can now be changed by embedding special control codes in the text (previously, only control codes for changing text color existed).
- Added in Release 5: further options for ICDesigner button hotkeys, including use of Ctrl, Shift, and Alt as qualifiers.
- Very significant graphical performance improvements in ICPlayer.
- **Publish Script** menus now appear instead as dialogs over the **Main** menu.
- Automation of script publishing, allowing publish process to be triggered by external programs.

The sections that follow contain more detail on the changes in each InfoChannel component.

InfoChannel Network Manager changes



The changes listed here apply to both the Network Manager and Network Manager Enterprise Edition versions.

New connection type: Direct FTP

InfoChannel Networking now can take advantage of a new connection type between Network Manager and Players, called “Direct FTP”. Direct FTP connection uses integrated

FTP servers in both the Network Manager and ICPlayer software to streamline the system configuration process.

In a Direct FTP based InfoChannel Network, the end result is essentially like an FTP-based system set up under previous releases with job folders on the Players. However, most of the setup choices are done internally, avoiding most of the "manual" setup procedures.

- The Direct FTP servers are automatically configured for efficient, secure, reliable communication; no separate installation, setup, or administration is necessary.
- The entry of Player IP addresses and the choice of a password is the only required Direct FTP configuration procedure.
- The only prerequisite for using Direct FTP is that the Players must have static IP addresses/DNS names.

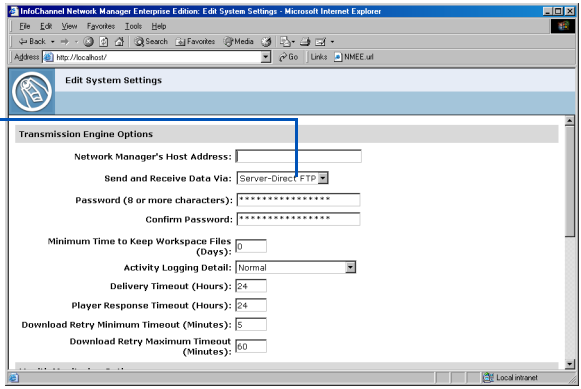
Using Direct FTP is the preferred method of Network Manager—Player communication under Release 6. This is true even for entirely LAN-based InfoChannel Networks where UNC connection types would previously have been used, as setup is even simpler than setting up shared folders.

Using Direct FTP on the Network Manager end

In Network Manager, there are two places where Direct FTP is an option:

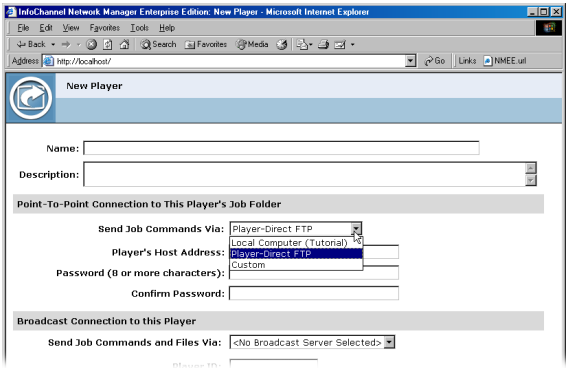
- On the **System Settings** page, you choose *Send and Receive Data Via: Server-Direct FTP* to enable the built-in FTP server on Network Manager.

for regular FTP or Shared Folder ("UNC"), choose Custom


InfoChannel Network Manager Enterprise Edition: Edit System Settings - Microsoft Internet Explorer
File Edit View Favorites Tools Help
Address http://localhost/
Edit System Settings
Transmission Engine Options
Network Manager's Host Address:
Send and Receive Data Via: Server-Direct FTP
Password (8 or more characters):
Confirm Password:
Minimum Time to Keep Workspace Files (Days): 0
Activity Logging Detail: Normal
Delivery Timeout (Hours): 24
Player Response Timeout (Hours): 24
Download Retry Minimum Timeout (Minutes): 5
Download Retry Maximum Timeout (Minutes): 60
Local intranet

This tells Players to FTP to Network Manager's Direct FTP server to retrieve content and deliver Health Monitoring data. Only a password is required. No configuration of workspace folders is necessary.

- On the **Players** pages, you choose *Send Job Commands Via: Player-Direct FTP* to use the built-in FTP server on the Player.

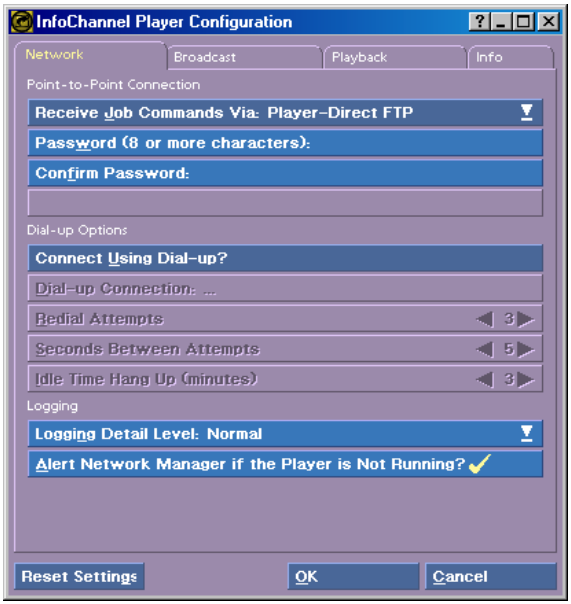


This allows Network Manager to FTP to the Player to deliver jobs. Only the individual Player's host address and a password are required.

Using Direct FTP on the Player end

On the Player, you use the InfoChannel Player Configuration utility to select Direct FTP:

- On the Network panel, you choose *Receive Job Commands Via: Player-Direct FTP* to enable and use the built-in FTP server on the Player.



This allows Network Manager to FTP to the Player to deliver jobs. It also tells the Player to look for jobs in its internal Inbox folder, where Network Manager puts them. Only the password that matches the one given in this Player's definition on Network Manager is required.

Using Custom connections

In Release 6, the same UNC (now "Local or Shared Folder") and FTP connection types as existed previously are still supported and function identically. The requirements to configure them are the same.

However, to set up either, you now must first choose *Custom* from the *Send...Via:* pop-up in the relevant places. The setup options you see then for FTP and Shared Folder connections are essentially the same as under Release 4/5.

Installations that were set up with FTP and UNC connection types still function under Release 6 as before. Connections that were "UNC" now are labeled "Local or Shared Folder".

Choosing to use Custom connections exposes the full configuration flexibility of InfoChannel Networking, necessary for special situations such as:

- ❖ Offsite FTP hosting is used
- ❖ The InfoChannel Network was set up under a previous release of the InfoChannel software, and changing over to Direct FTP is not desired
- ❖ Particular FTP server software must be used for customer-specific administrative reasons
- ❖ All Players are accessible locally over a non-TCP/IP LAN, so a shared folder approach is needed (FTP requires IP networking)

Note that with the current InfoChannel release, using the Shared Folder approach is not necessarily preferable even on entirely LAN-based InfoChannel Networks. FTP can run over most LANs, so an InfoChannel Network based on Direct FTP is simpler to set up even on a LAN than one based on shared folders.

Thus with current InfoChannel software, using the Shared Folder approach is worthwhile only in certain situations:

- the InfoChannel Network is entirely LAN-based, but the LAN uses NetBEUI or some other non-TCP/IP networking protocol that does not support FTP

  Note that on a non-TCP/IP network the Health Monitoring feature is not available.

- the InfoChannel Network was set up using "UNC" connections (shared folders) under an earlier InfoChannel release, and reconfiguring to use Direct FTP is deemed not worthwhile

If your installation does not fit either of these scenarios, Scala recommends using Direct FTP if possible.

If you need to use FTP connections in your InfoChannel Network but choose not to use Scala's Direct FTP, any third-party FTP server software can be used for a Custom FTP connection.

InfoChannel software has been tested extensively with Microsoft's IIS FTP service. Other vendors' FTP servers,

configured appropriately, can be expected to work correctly and may offer certain advantages. However, they have not been tested by Scala.

The most critical tasks you must attend to regardless of FTP server manufacturer are:

- Disabling Anonymous access to all FTP servers
- Creating password-protected accounts for access on the FTP server machines
- Making sure that accounts and folders have the necessary permissions—the folders used for FTP must be read/write/modify for the appropriate users

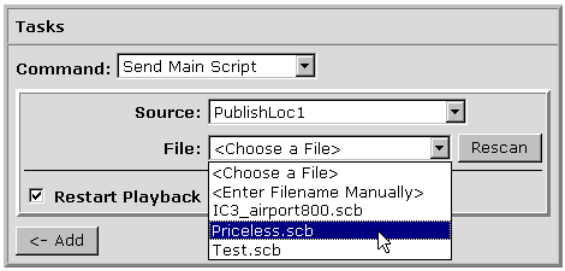
Smaller Network Manager changes

Some of the other changes in the Network Manager software involve minor enhancements to the user interface, or changes in terminology to more clearly represent certain functions.

- The *Player Health* icon is now the first one on the *Manage* panel.
- In the **New Job/Edit Job** page, the user interface for entering tasks has been simplified. Instead of separate *Send Content* and *Maintenance* task boxes, there is now a single *Tasks* box with the following command choices:

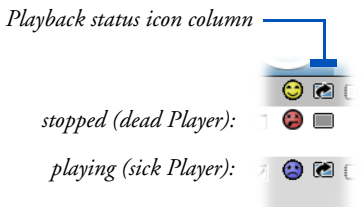
  - Send Main Script
  - Send Content
  - <More Commands>

  Picking <*More Commands*> extends the command list to include all the maintenance commands.



- ❖ The *Send Main Script* task now filters the file list to only show files with the .SCB extension.
- ❖ The *Install Software Update* task now filters the file list to only show files with the .CAB extension.

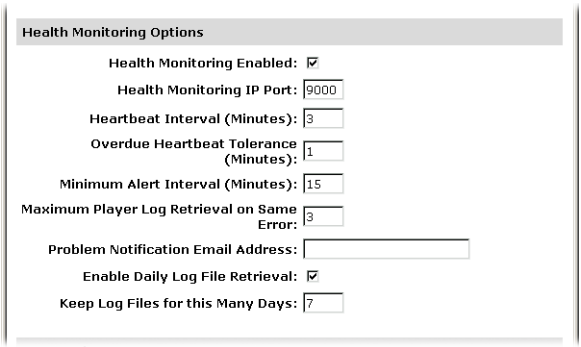
- Direct FTP status and activity logging is integrated into Player logs, and appears in the Network Manager **Job Activity** page in blue. Players' connections via Server-Direct FTP use their Player names, for even clearer logging.
- Various fields that can contain long paths or large amounts of text now use multi-line text boxes.
- When the *Health Monitoring Enabled* option is off in **System Settings**, the other health monitoring controls are no longer displayed, nor is the *Player Health* icon.
- The **Player Health: Whole Network** and **All Players with Selected Problem** pages have a playback status column that displays an icon for each Player, indicating whether the graphical engine on the Player is running. (Any Release 5 or older Players show no icon in this column.)



- The **Player Health: Whole Network** and **Job Activity** pages have been improved so that status updates appear in real-time without a full page refresh. *Auto-Refresh?* and *Refresh Now* are no longer needed and have been removed.
- Problem descriptions on the **Player Health** details pages now include the date and time of the most recent occurrence.
- *Server IP Address* is now *Network Manager's Host Address*.

Also, this field is now part of *Transmission Engine Options*, because it no longer is used just for Health Monitoring.

- *Server IP Port* is now *Health Monitoring IP Port*.
- *In Activity Logging Detail*, the *Moderate* choice is now *Normal*.
- *Heartbeat Interval* and *Minimum Alert Interval* are now expressed in minutes. (Pre-Release 6 settings are rounded to the nearest minute, with a one-minute minimum.)
- *Maximum Player Response on Same Error* is now *Maximum Player Log Retrieval on Same Error*.


Health Monitoring Options
Health Monitoring Enabled:
Health Monitoring IP Port: 9000
Heartbeat Interval (Minutes): 3
Overdue Heartbeat Tolerance (Minutes): 1
Minimum Alert Interval (Minutes): 15
Maximum Player Log Retrieval on Same Error: 3
Problem Notification Email Address:
Enable Daily Log File Retrieval:
Keep Log Files for this Many Days: 7

InfoChannel Designer and Player changes

The following changes involve both authoring in ICDesigner and playback in ICPlayer:

Flash support

InfoChannel now supports playing Macromedia Flash files, as “Flashclips”, much like movieclips. Certain options are not available with Flashclips. Flash is not currently supported for background animations.

Global Text Crawls

The **Design Text Crawl** menu now has the *Global?* option. A Global Text Crawl runs through the entire script or group of pages without stopping.

Global Text Crawls support all the features of Text Crawl, with the exception of wipes, element opacity, layering, bevel, border, and the Wait option. Global Text Crawls support all the different data source types (File, Expression, or Cued Expression). A Global Text Crawl must always have a backdrop color or image.

ScalaScript Global Crawl activation variable

In ScalaScript, the Global Text Crawl command supports the option

```
Active(bool)
```

to control whether the global crawl is visible. This can be used to implement an "emergency-only" crawl.

Graphical performance optimization

There has been significant internal rework to improve graphical performance. This is especially noticeable when using blending effects, (e.g. opacity, smoothing) and on faster video cards. Overall, things run faster (some things run very much faster). Certain specific operations may be slower than in Release 5—Scala recommends that you try a variety of scripts on representative Player hardware before upgrading your Players in the field.

New logic in the graphical engine ensures that motion no longer slows down when screen updates get too complex. This generally produces a better overall appearance, plus greater consistency from system to system. In many cases, effects appear to run faster, because in prior releases they never could keep up.

More button hotkeys

A Release 5 enhancement previously undocumented: the *Hotkey* selector in the **Design Buttons** menu now recognizes **alt**, **ctrl**, and **shift** for use as qualifiers in button hotkeys. Additional keywords are also available for certain special keyboard keys and mouse clicks.

Smaller ICDesigner/ICPlayer changes

- Alpha wipes now can be rotated in 90-degree increments.
- The *Loops* setting for newly created Text Crawls and Global Text Crawls now defaults to nonstop (∞).
- The MCI MPEG EX Options dialog has been simplified because many options are no longer relevant. The following have been removed:
  - ❖ Display Mode
  - ❖ Use 16-bit MCI?
  - ❖ Disable DirectDraw?
  - ❖ Disable DirectSound?
  - ❖ Disable Double Buffering?
- Upon installing ICDesigner or ICPlayer, you now are given a choice of languages:
  - ❖ English
  - ❖ English (UK)
  - ❖ Central European
  - ❖ Cyrillic
  - ❖ Greek
  - ❖ Turkish
  - ❖ Hebrew

  The language choice selects a suitable default typeface for text elements and for the user interface. For UK English, it also sets the default spelling dictionary for new installs. Finally, for all selections other than English, the first day of week is set to Sunday rather than Monday. This affects the **Schedule** menu GUI and alters the week-number rules used by the Schedule EX accordingly.
- Release 5 enhancements previously undocumented: in the VCR EX (part of the Video EXes add-on package), the Como 'MPEG-2@Disk' digital video recorder and the Pioneer 'DVD-7400' DVD player are now supported.

InfoChannel Designer changes

The following changes can be seen in ICDesigner:

Hide Global Elements

In the Design menus, the *View* drop-down now has the option *Hide Global Elements?*. When this option is on (✓), any Global Text Crawl elements are hidden in the page area. You can still select a Global Text Crawl by dragging and in **Design List**; while selected, it will be visible until you select something else.

Publishing enhancements

The *Publish* feature now appears as a dialog over the **Main** menu, rather than as a full-screen menu.

The terminology for network-based publishing types (Publish to InfoChannel Network, Publish to HTML Slides, Publish to Web Component) now aligns with that used in Network Manager ("UNC" has become "Local or Shared Folder").

Publishing features better error handling and improved remembering of previous settings.

Smaller ICDesigner changes

- In the **Design Movieclip** and **Design Animclip** menus, the panel previously labeled *Anim* is now the *Video* panel.
- You can now drag to resize buttons that are made from a button Preset file (.btn file).
- When you Preview a page or selection of pages, ICDesigner now respects the timing of the last page, rather than expecting an extra mouse click.
- When adding Linked Content to a script, the warning dialog now includes an option to not show that message in the future.

InfoChannel Player changes

The visible changes in the Release 6 ICPlayer software are mainly in the *Network* panel of the InfoChannel Player Configuration utility. The options in the *Point-to-Point Connection* section of this panel parallel those in Network Manager's **New/Edit Player** form for setting up a connection to the Player's job folder.

Player-Direct FTP

For the Player to use Direct FTP, all that is necessary is to enable the Player's Direct FTP server by choosing *Player-Direct FTP*, and to enter the password that matches what was given for this Player's definition in Network Manager. (See the illustration on page 20.)

The earlier forms of connection are available by selecting *Custom* and choosing *FTP* or *Local or Shared Folder* ("UNC").

Direct FTP connection cannot currently be used in certain networks, namely where:

- Network Manager cannot contact the Player by machine name or IP number. This is true for example if the Players have a non-static IP number and no dynamic DNS system is in place.
- Network Manager cannot physically contact the Player. This is true for example if the Players are modem-based and cannot be set to answer incoming calls.

Smaller ICPlayer changes

- When using Direct FTP, FTP status and activity logging is integrated into the Player logs, which get reported back to Network Manager.
- For *Activity Logging Detail* level, the term *Normal* is used instead of *Moderate*.
- The Player's network engine now reports to Network Manager whether or not the graphical engine is running. The new *Alert Network Manager if the Player is Not Running?* option controls whether this should be considered an alert. On (✓) by default, this option can be turned

off if it is normal for the graphical engine to sometimes not be running on this Player.

Playback status is indicated iconically on the Player Health pages. (See the illustration on page 24.)

- Dial-up access applies only to FTP communication, so all controls in the *Dial-up Options* section are disabled unless the selected job folder connection is an FTP type.
- A Release 5 enhancement previously undocumented: On the Broadcast panel, there is an *Enable Broadcast Reception?* button. The other options on the panel are disabled unless this option is turned on (✓).

InfoChannel add-on EX changes

MyHD HDTV EX

The MyHD HDTV EX is a new add-on EX for ICDesigner and ICPlayer that controls the MyHD MDP-100 HDTV tuner card from Macro Image Technology.

The functionality of this new EX includes:

- Play High Definition MPEG-2 transport stream files on the MyHD display.
- Tune and display ATSC HDTV signals, or NTSC signals, like a TV tuner.

The updaters for ICDesigner and ICPlayer also include fixes for the various add-on EXes (CORIOgen EX, TV Tuner EX, Video EXes, and Weather EX). The updaters automatically apply the appropriate fixes.

Manual excerpts
InfoChannel Designer User's Guides

The following excerpts from the InfoChannel Designer 3 *Basic Authoring* and *Extended Authoring and Publishing* User's Guides detail the most prominent changes in the Release 5 and 6 InfoChannel Designer 3 software.

Using Text Crawls

Specifying control codes

Control codes are available for all the basic text styles, to turn them on and off and set their related attributes:

<typeface = "*typefacename*">
<typesize = "*pointsize*">
<facecolor = "*#rrggbb*"> same as "frontcolor"
<frontcolor = "*#rrggbb*"> same as "facecolor"
<outlinecolor = "*#rrggbb*">
<shadowcolor = "*#rrggbb*">
<underlinecolor = "*#rrggbb*">
<face = "*On* or *Off* "> same as "front"
<front = "*On* or *Off* "> same as "face"
<outline = "*On* or *Off* ">
<outlinethickness = "*numpixels*">
<shadow = "*On* or *Off* ">
<shadowoffset = "*numpixels_horiz, numpixels_vert*">
<under = "*On* or *Off* ">
<underposition = "*numpixels*">
<underthickness = "*numpixels*">
<underair = "*numpixels*">
<bold = "*On* or *Off* ">
<bolddelta = "*num*">
<italic = "*On* or *Off* ">
<italicdelta = "*num*">
<extragap = "*numpixels*">

The portion shown in italics here is what you replace with the style value. Most values are simply a number, typically specifying the same value seen in the menu. Color definitions take the form of three hexadecimal numbers representing the 8-bit R, G, and B values that specify a 24-bit color.

For *typefacename*, specify the name of the typeface as seen in saved ScalaScript code, for example:

```
<typeface = "Segoe Regular (Western [<Segoe>])">
```

The <extragap> option specifies the number of extra pixel of Gap that should be added between textcrawl segments. This option is useful for varying spacing when using scrolls (vertical crawls).

As long as the control codes are properly formatted, they do not appear in the crawled text. They just cause the specified change in the text that comes after them in the crawl. Note that styles are not reset to their original values at the beginning of each crawl loop.

This is a feature for advanced script authors. For color changes, you need to determine the correct values for the desired colors and convert them to hexadecimal format yourself.

Text Crawl control code example

For an example that demonstrates how the different types of options work, use the following as the content of a text file used as Text Source for a looping crawl:

```
This text is the original size and color only for loop 1.
<frontcolor="#ff0000">
This text is red.
<frontcolor="#0000ff">
This is blue.
<typesize = "18"><italic = "On">
Still blue, also size 18 and italic.
<italic = "Off">
No italics.
```

Global Text Crawls

A unique new capability of Text Crawl elements is that they can be made "global", such that they are specified once for the entire script, and continue to run over all pages, independent of page wipes.

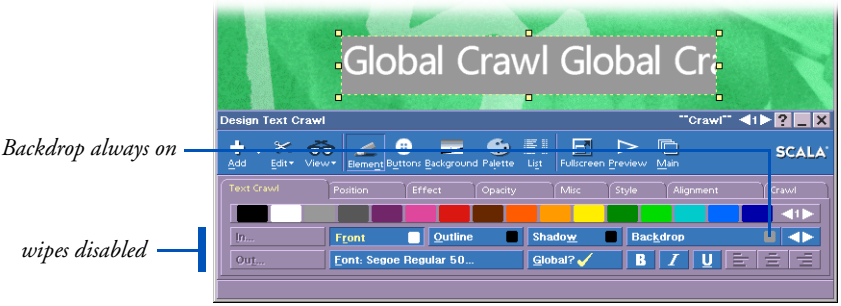
Define a global Text Crawl by turning on the *Global?* option in the Design Text Crawl menu.

The capabilities of a global Text Crawl are essentially the same as for a normal Text Crawl, but a global crawl always has *Backdrop* on, and certain options are not available:

- In and Out wipes
- Left/Center/Right page-margin alignment
- *Opacity* options
- *Border* options

- *Wait?*
- *Bevel*
- *Element Layer*

When you turn on the *Global?* option in the Design Text Crawl menu, these options are disabled, and the placeholder text shown on the Design menu page changes to "Global Crawl".



In playback, a global Text Crawl behaves like an independent borderless window superimposed over the rest of the script. Page wipes and all other script activity happen "underneath" the global crawl, which continues to move its text uninterrupted.

Any number of global crawls may be defined in a script. Each is independent of the others. If they overlap each other on the page, the ones that are later in the **Design List** menu are on top of those that are earlier.

Hiding Global Text Crawls

To make it easier to work on your pages in scripts that contain Global Text Crawls, you can temporarily hide them in the Design menus. From the *View* icon drop-down, turn on (✓) *Hide Global Elements?*.

Any Global Text Crawls disappear from view on all pages in the Design menus and cannot be selected by clicking on them. They are still present in the script, however, and can be selected by dragging the mouse pointer on the page, or by the usual methods in the **Design List** menu. When it is selected, a Global Text Crawl becomes visible, even while this option is on. This option has no effect on playback.

Activating a Global Text Crawl in ScalaScript

An important option available to advanced ICDesigner authors for the GlobalTextCrawl() command in ScalaScript is

```
Active(bool)
```

This option controls whether the global crawl is visible. If the ScalaScript or a VBScript or JScript changes the value of the logical variable BOOL to OFF or FALSE, the global crawl is hidden. Setting the variable to ON or TRUE causes the global crawl to appear. This option is available only through hand editing of ScalaScript code and is not yet exposed in the ICDesigner user-interface.

Programmatically toggling the value of this option is a way to implement an "emergency-only" text crawl. See appendix C of the InfoChannel Designer "*Extended Authoring and Publishing User's Guide*" for more on ScalaScript.

View icon options

The drop-down available from the toolbar *View* icon offers several options that control what you see in the Design menus.

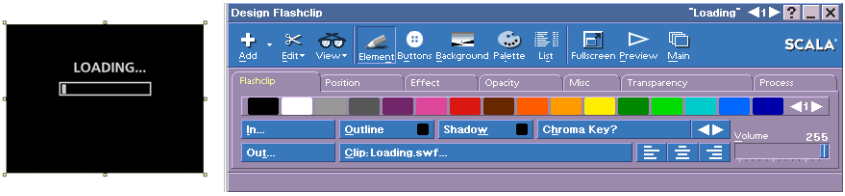
Hide Global Elements? lets you hide all Global Text Crawl elements. They can still be drag-selected or selected in the **List** menu.

Flashclips

In addition, files in the SWF (Macromedia® Flash™) multimedia format can be used as animated clips.

There are no options unique to Flashclips. The options available for Flashclips match those for movieclips (see next sec-

tion), with the exception of certain features that are not available.



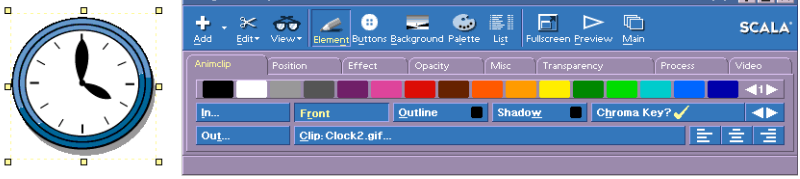
The following options that are available in the Design Movieclip menu are absent on the **Design Flashclip** menu:

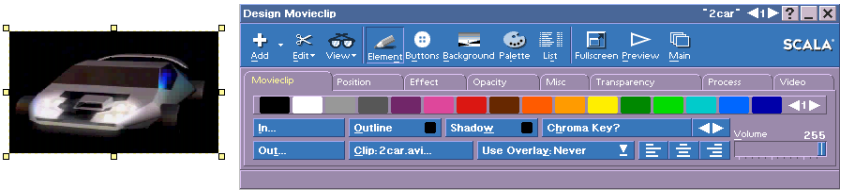
- *Use Overlay*
- Cropping
- Rotation, Flip controls on the *Position* panel
- all options on the *Video* panel, which does not appear in the Design Flashclip menu

All other options work the same with Flashclips as with movieclips.

Options available for animclips and movieclips

When an animclip (an animation loaded as a clip) or a movieclip (a digital video segment loaded as a clip) is selected, the menu becomes **Design Animclip** or **Design Movieclip**. Each adds a *Video* panel, which has settings that are specific to animations.





New options for button hotkeys

Shift, Alt, and Ctrl can be used as qualifier keys, singly or in combination. Use those key names, and link the qualifier(s) and the main key with a hyphen. For example:

To make this action select the button:	**Enter this in the Hotkey selector:**
holding Shift while pressing F	shift-f
holding Alt while pressing C	alt-c
holding Control while pressing X	ctrl-x
holding Control and Alt while pressing P	ctrl-alt-p

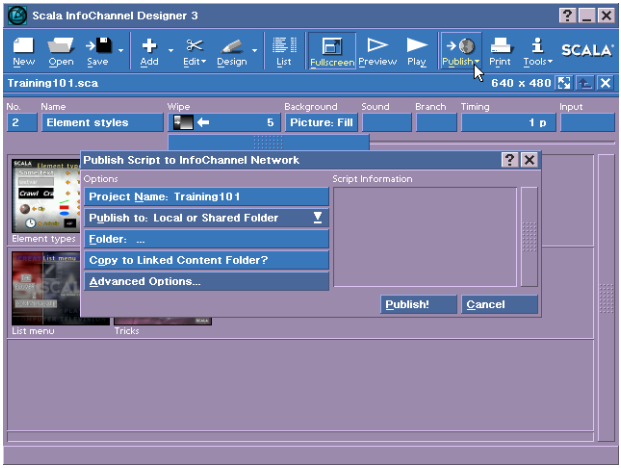
Capitalization is ignored in the *Hotkey:* selector—**ctrl-C**, **CTRL-C**, and **ctrl-c** all define the same hotkey. So to define an uppercase letter as a hotkey, you must enter **shift** with the letter. Entering the capital letter will not work: use **shift-k** to make the uppercase K a hotkey.

You can also use some special key names:

To use this in a button hotkey:	**Enter this in the Hotkey selector:**
up arrow (↑)	up
down arrow (↓)	down
left arrow (←)	left
right arrow (→)	right
Enter key (↵)	enter
Tab key (⇤⇥)	tab
Backspace key (⇐)	backspace
Esc (Escape) key	escape
left mouse button	mouseleft
middle mouse button	mousemiddle
right mouse button	mouseright

Publishing to InfoChannel Network

The **Publish to InfoChannel Network** dialog is where you prepare a script for distribution to a network of remote Player machines on an InfoChannel Network. The publishing process collects all the script's constituent files and arranges them in a structure that is appropriate for efficient and reliable transmission.



The published script is deposited in a Publish Location, a folder defined in and accessible to InfoChannel Network Manager, Scala's companion software for administration of InfoChannel Networks.

Script Name

Enter a name for the published script (.SCB is appended). This does not need to match the name under which it has been saved (as a .SCA file) in ICDesigner.

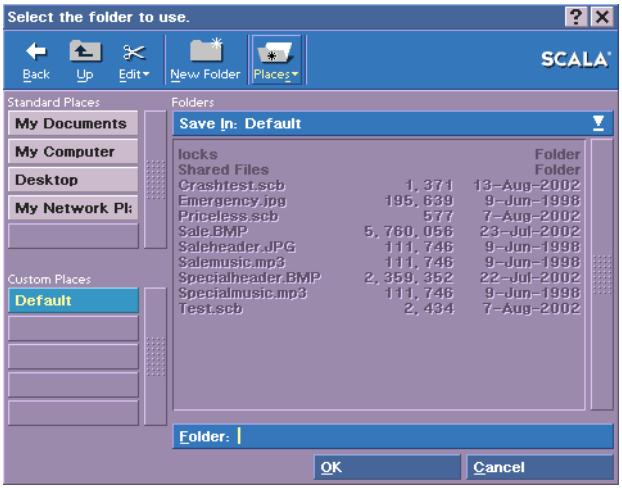
Publish to

Use the *Publish to:* pop-up to pick one of two possible settings, *Local or Shared Folder* or *FTP.* These give you the option of either saving the script and its related files to a Publish Location on a local disk, or uploading it via FTP to a remote Publish Location. There are additional options that vary depending on which publish setting you choose.

You would publish to disk if your Publish Location happens to be on a local disk or is accessible through a LAN. If the Publish Location is offsite, you would use FTP. To use FTP, you must have an account with an Internet Service Provider that offers FTP hosting, and know the username, password, and FTP site and directory information.

Folder (Publish to Local or Shared Folder only)

If you choose *Publish to: Local or Shared Folder*, the *Folder:* button appears below the pop-up. Click this button to open the File dialog, where you can specify the folder into which the script-related files should be published.



The File dialog has the *Default* Custom Places button. Clicking it specifies the Default Publish Location folder as the destination. This folder—normally located at

```
<systemroot>:\Documents and Settings\All Users\Documents\Scala\Network Transmission\Publish Locations\Default
```

where <systemroot> is the letter of the drive where ICDesigner is installed—is set up automatically for you during installation.

If Network Manager is installed on the same machine as ICDesigner, you can use this default as your destination folder unless you have a compelling reason to use a different

location. The Default Publish Location allows more efficient data flow, and also is simpler from the Network Manager side because it requires no configuration to use.

When Network Manager is installed on a different machine from ICDesigner, you need to navigate to the destination folder. The same `...Publish Locations\Default` folder as mentioned above is created on the Network Manager machine by the standard install, and it is recommended that you use this location. To make future publishing simpler, edit the *Default* Custom Places button to point to this folder.

If you wish to use a different folder, it does not have to exist already. Navigate to the folder within which you would like to make the publish folder, click the *New Folder* icon to create a folder, rename it, then open the new folder.

If you have previously published this script to the folder you choose, any previously published versions of this script are deleted before publishing is performed.

FTP Folder (Publish to FTP only)

The *FTP Folder:* button appears below the pop-up when *Publish to: FTP* is chosen. Click to open a dialog in which you enter FTP login information.

URL: – enter the FTP upload address to which the script files should be sent. For example:

`ftp://192.168.0.10/Aserver/NetMgr/PubContent`

or

`ftp://ICNMserver.com/Publish Locations/MyContent1`

Be sure to include the path from the FTP root to the directory on the FTP server into which the published files should be deposited.

Use forward slashes to separate directory levels in the path.

User Name: – To gain access to the FTP server to upload the published script, an FTP logon is required. Enter the name in the *User Name:* text box.

Password: – A password is also required to complete the logon to the FTP server. Enter it in the *Password:* text box. The characters you type appear as asterisks (*), so you will not be able to see them.

Confirm Password: – Type the password again in this box. What you enter must exactly match the *Password:* entry.

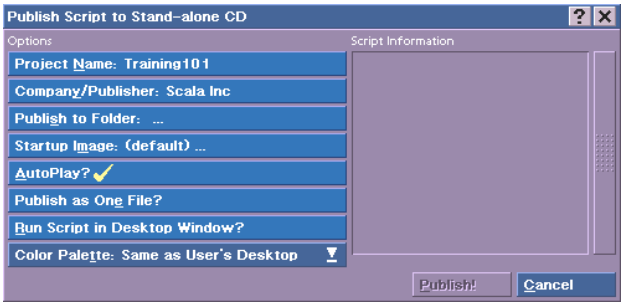
Click *OK* when you have entered the FTP login information.

In the *FTP Folder:* button, you see the FTP URL with the username you gave embedded in it, like this:

```
ftp://Dezignr@ICNMserver.com/Publish Loca-
tions/MyContent1
```

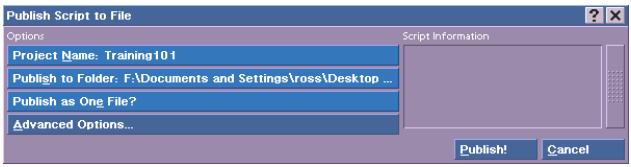
Publishing to CD-ROM

The *Options* column in the **Publish Script to Stand-alone CD** dialog contains settings specific to publishing for CD-ROM distribution.



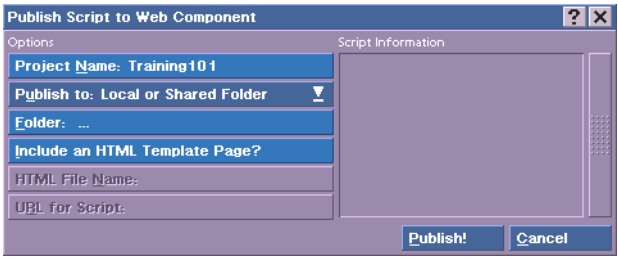
Publishing to a file

The **Publish Script to File** dialog lets you save the script and all its content to a disk location in a format ready for playback with **iplay 3**.



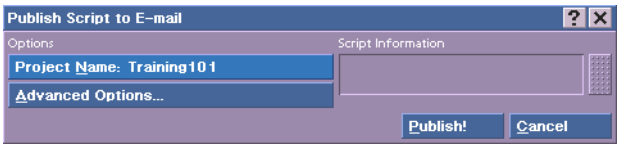
Publishing to Web component

Opening the **Publish Script to Web Component** dialog makes it possible to publish the script to a Web server, from which it can be accessed through a standard URL.



Publishing to e-mail

The process for e-mail publishing is much the same as publishing to disk; you just don't have to specify a folder. Choose *E-mail* from the *Publish* drop-down to see the **Publish Script to E-mail** dialog.



Publishing to HTML Slides

The basic process of setting up a Web page of slides is the same as on the **Publish Script to Web Component** dialog, so *Project Name:*, *Publish to:* and the related options found on that dialog are duplicated here.

This illustration shows how the dialog might look after an FTP publish site and login have been specified:

Publishing to video

Choose *Video* from the *Publish* drop-down to see the **Publish Script to Video** dialog.

Microsoft components

Scala **iplay 3** requires certain Microsoft software components to be installed in order to run properly:

- Service Pack 2 for Microsoft Windows 2000
- Microsoft DirectX 8.1 or better

CD publications

The **iplay 3** installer for a script published to Stand-alone CD can offer to install DirectX 8.1 on systems that don't have it if its distribution archive is included on your CD master image. The Publish to Stand-alone CD operation cannot automatically include the DirectX archive for you. You must obtain it yourself. It is freely available for download from Microsoft at the following location:

> http://www.microsoft.com/downloads/details.aspx?familyid=db685892-afc4-40e3-bad0-d4db291a8095&languageid=f49e8428-7071-4979-8a67-3cffcb0c2524&displaylang=en

You can also visit Scala's Web site at `http://www.scala.com` for a link to the DirectX 8.1 download location. Note that this is not the "Home User Download" version of DirectX 8.1, which is not suitable for this purpose.

MCI MPEG EX Options

The MCI MPEG EX has configuration settings accessible from the *EXes* panel of the **Options** dialog. Click the *MCI MPEG EX...* button under the *EX Settings* heading in the Options dialog to open the MCI MPEG Options dialog: